

# LowPoly PIXEL UI

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**Assets:** Inside Assets folder you will find the:

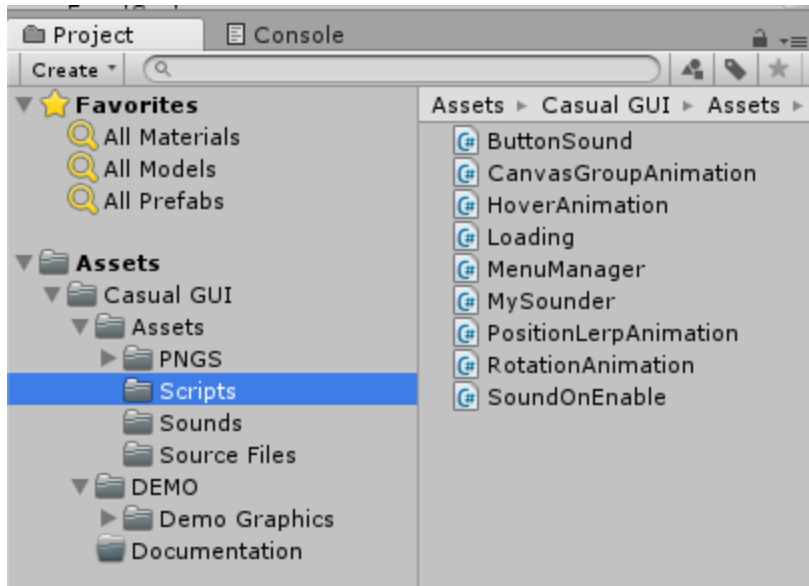
- **PNG FILES** : png files for all the screens
- **Scripts** : Animation Scripts and Menu scripts for demo
- **Source Files**: PSD zip files for modification.

**DEMO:** Inside Demo you will find:

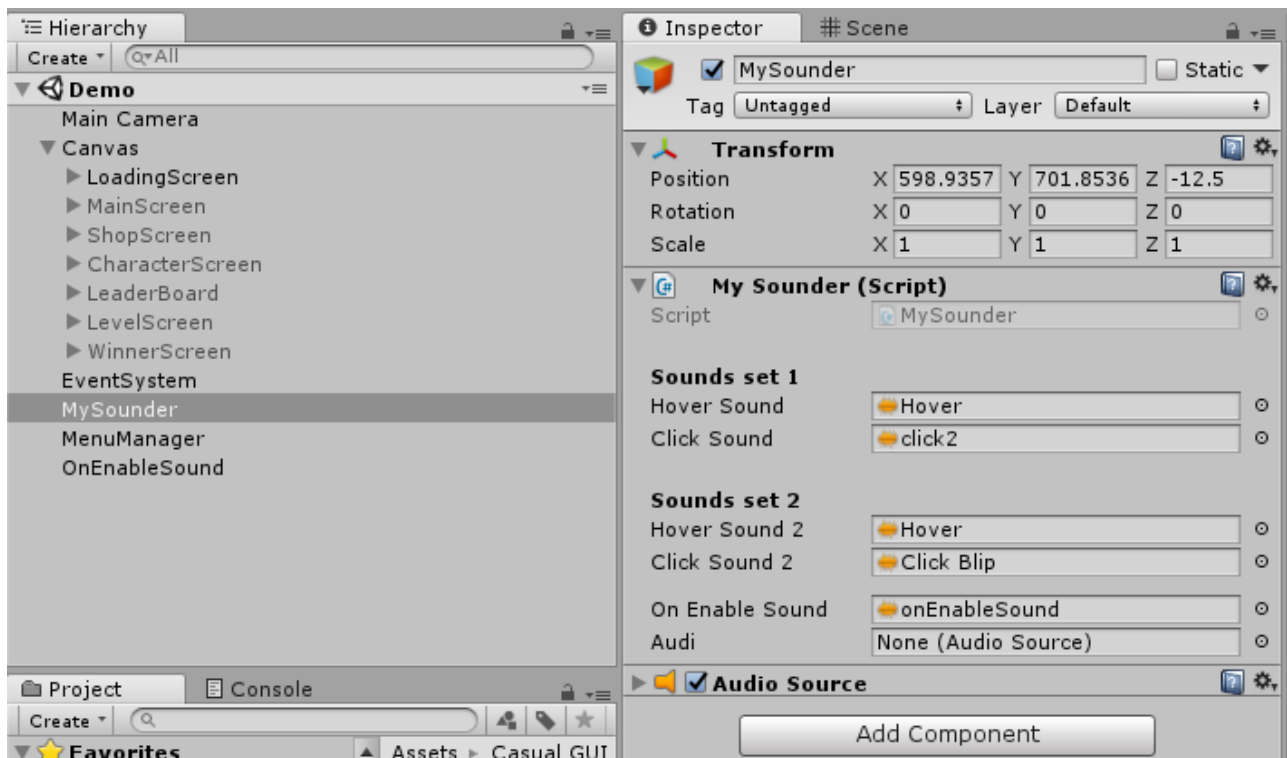
- **Demo Graphics**: these are graphics just used to create Demo with hardcoded text and icons for ease.
- **DEMO SCENE**

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## Animation Scripts

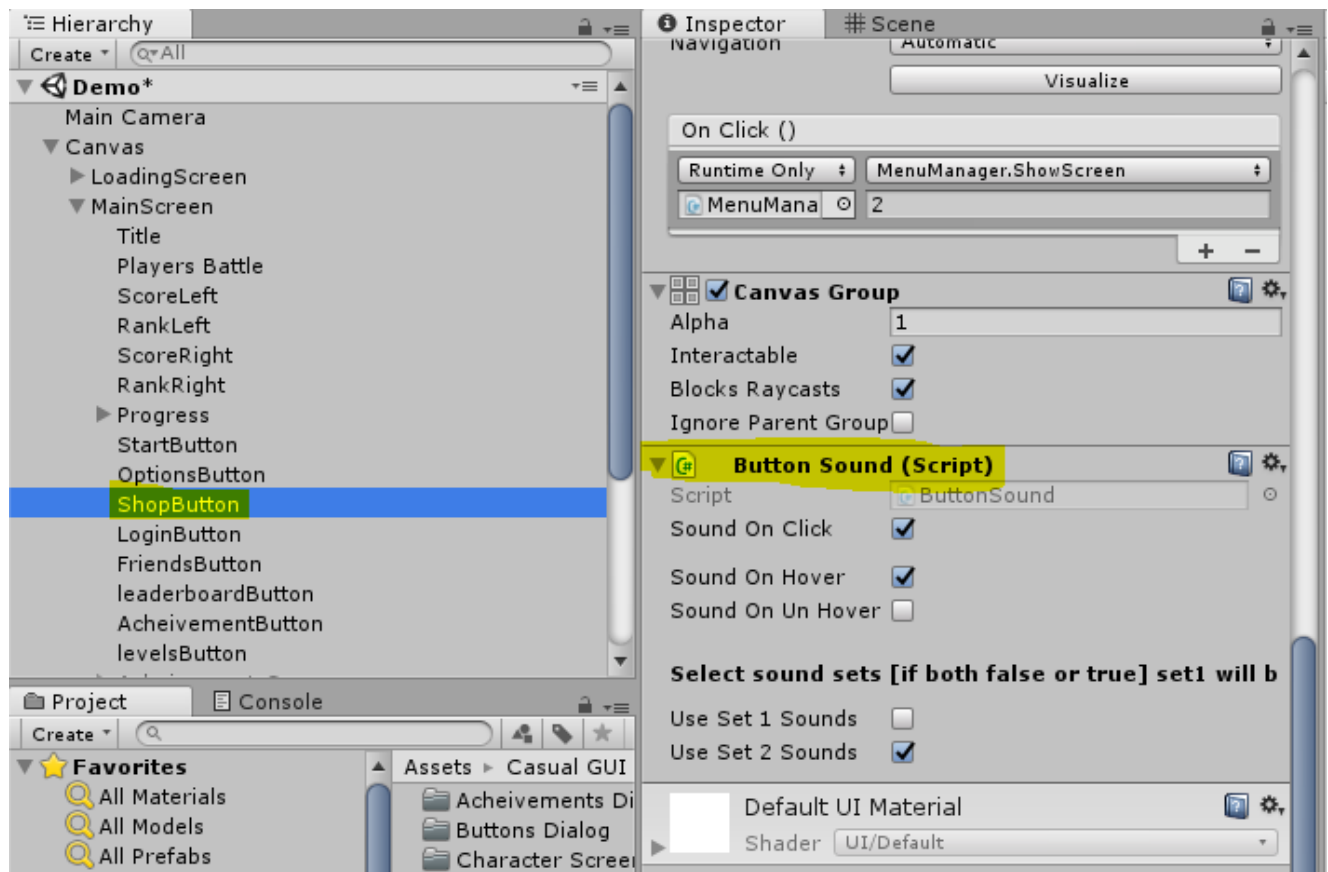


**MySounder.cs** Create an empty GameObject in hierarchy and apply this script on that GameObject so that ButtonSound.cs script can work.



**ButtonSound.cs** Apply this script on a button or image to add sounds on hover and on click.

You can use two different sound sets but you can add more these sound sets are defined in MySounder.cs

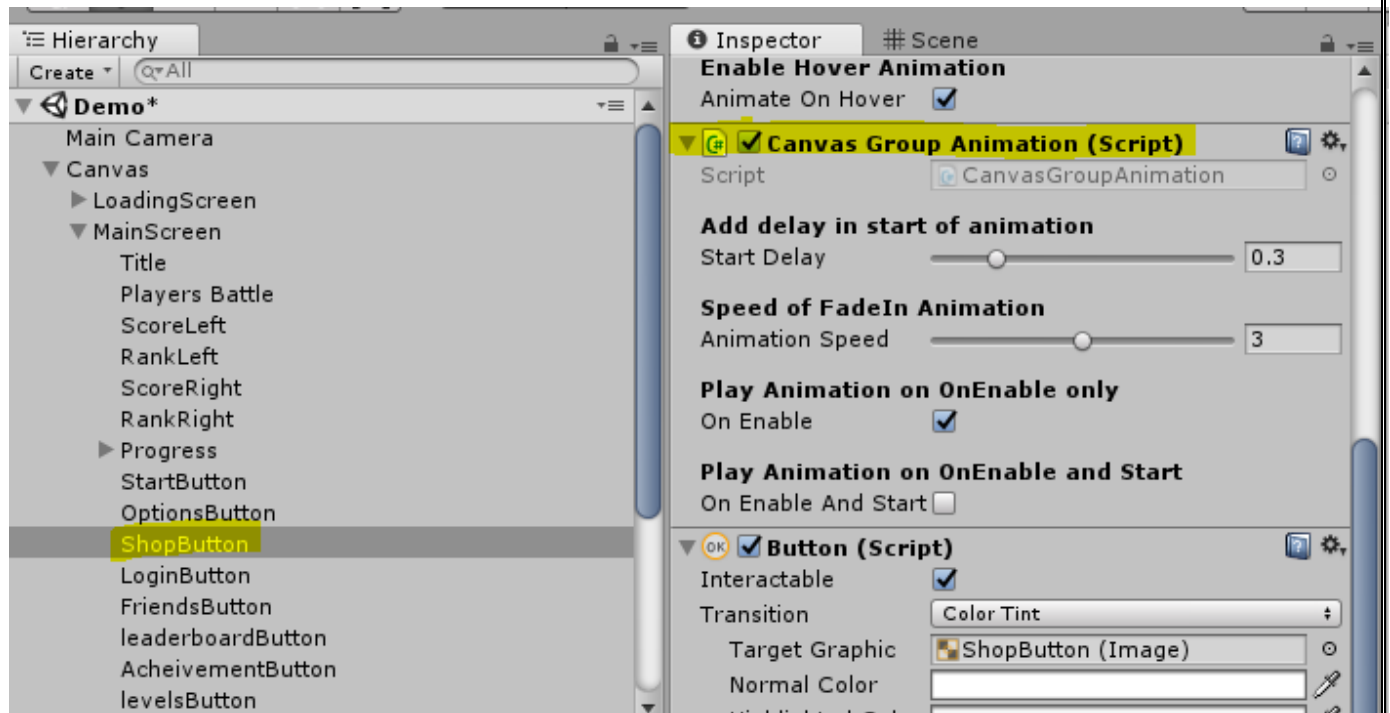


## CanvasGroupAnimation.cs

Apply this script on any UI element on which you want to add fade in Animation you can control the Animation Speed, you can add delay in start of Animation and other settings can be configured like. Play Animation on OnEnable() function or just once in start.

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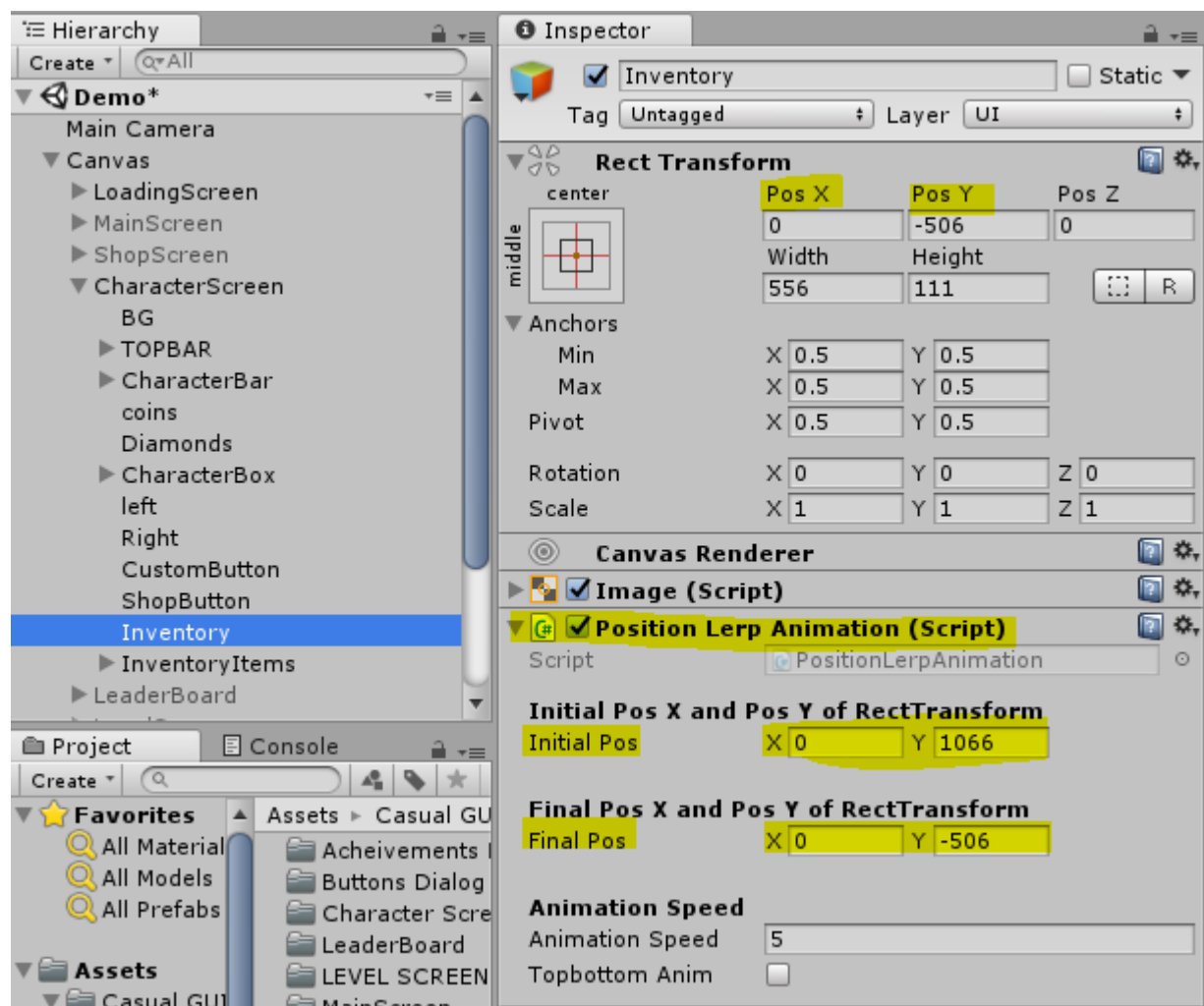
## Position Lerp Animation.cs

This script will Animate any UI object from one position to another smoothly.

- **Initial Position X and Pos Y of RectTransform.**  
Just copy the position values from RectTransform to that field... this will be the position from which object will start animating towards its default position which is Final Position.
- **Final Position X and Pos Y of RectTransform.**  
This will be the final position where you want the animation to stop – i-e final position

NOTE : every time you change the anchors or position you have to update these values.

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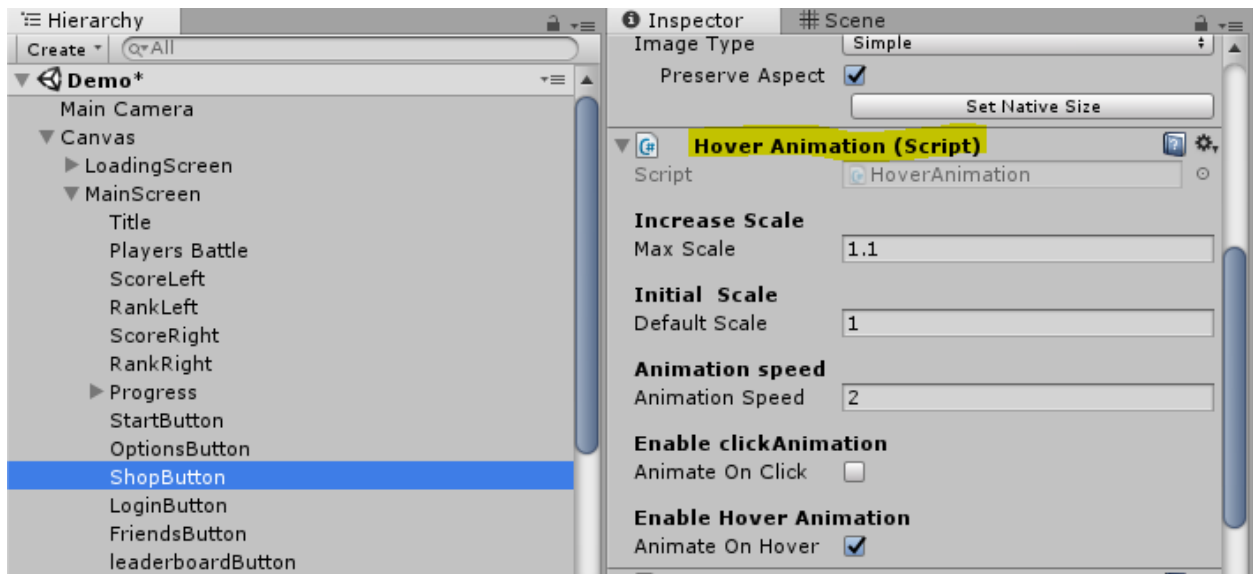
## HOVER ANIMATION

This script will add hover and click Animations on UI elements.

You can control the scale of objects.

The element will animate from **Initial Scale** to **Increase Scale** as shown below

You can also set the animation either onClick only and onHover only or Both



-----THE END-----